

10046901 - 02/2002

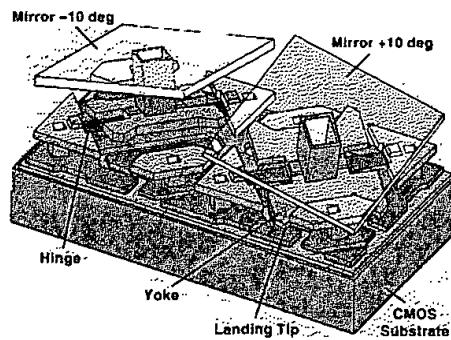


FIGURE 1

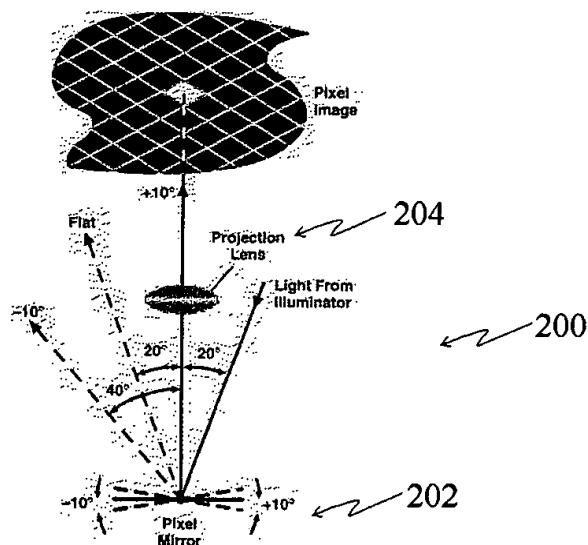


FIGURE 2

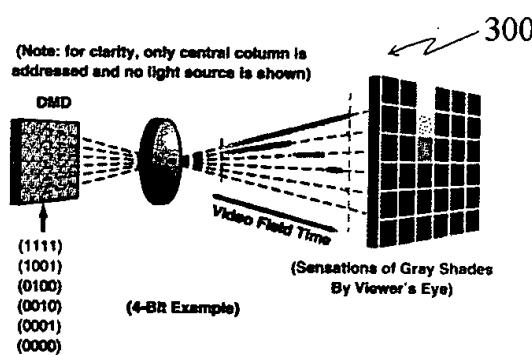


FIGURE 3

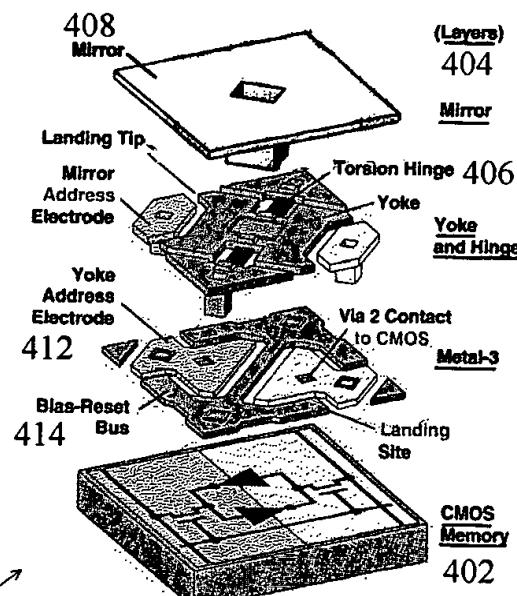


FIGURE 4

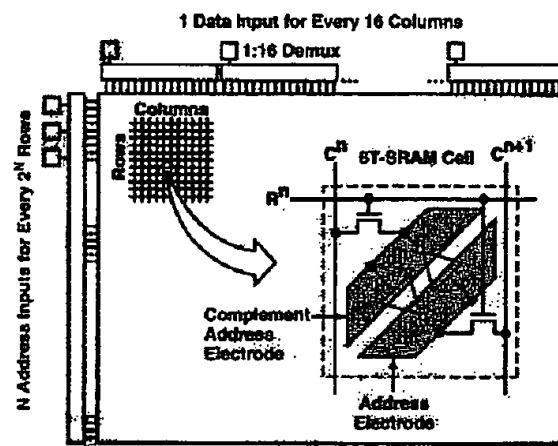


FIGURE 5

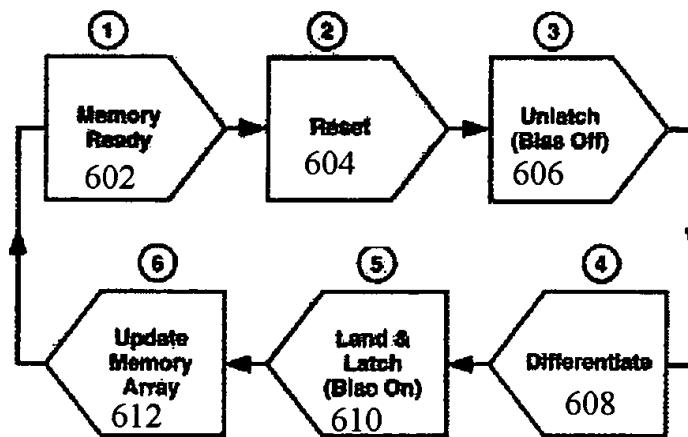


FIGURE 6

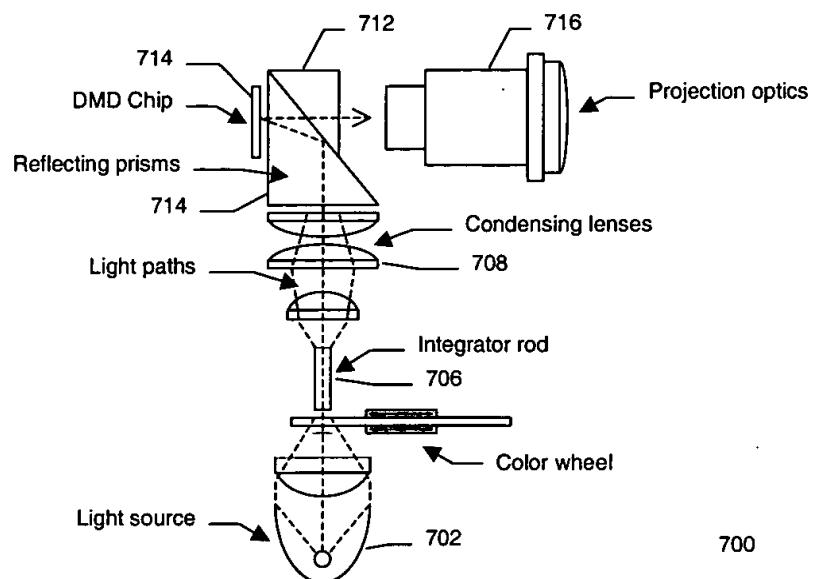


Figure 7

Single-Chip DMD Projection System – Example 1

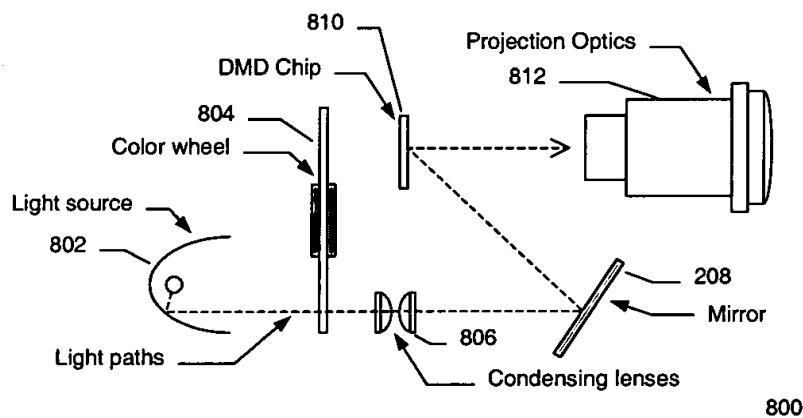


Figure 8

Single-Chip DMD Projection System – Example 2

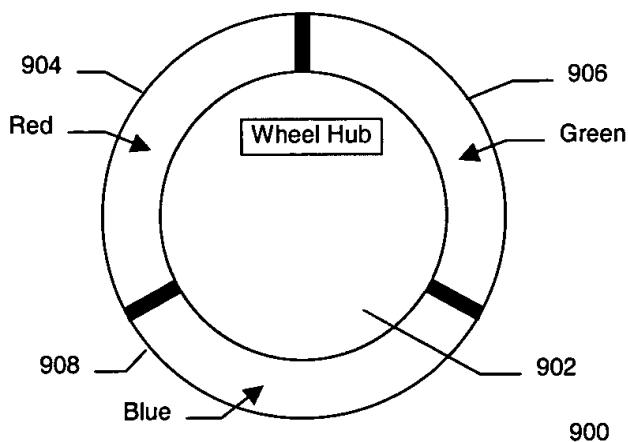


Figure 9

Three-Segment Color Wheel for Single Chip DMD Projection Systems

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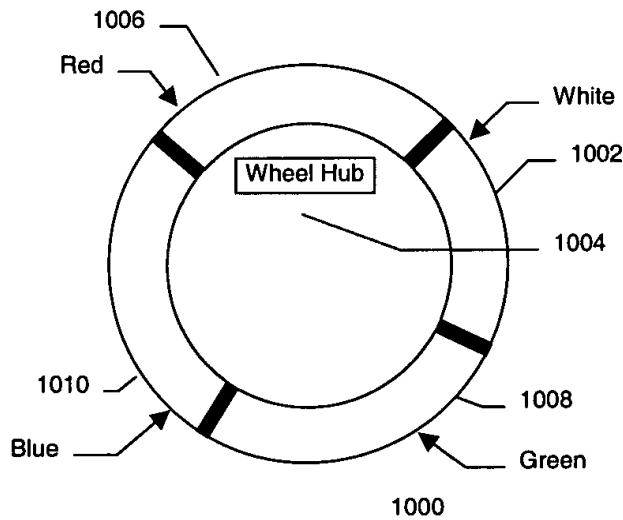


Figure 10

Four-Segment Color Wheel for Single Chip DMD Projection Systems

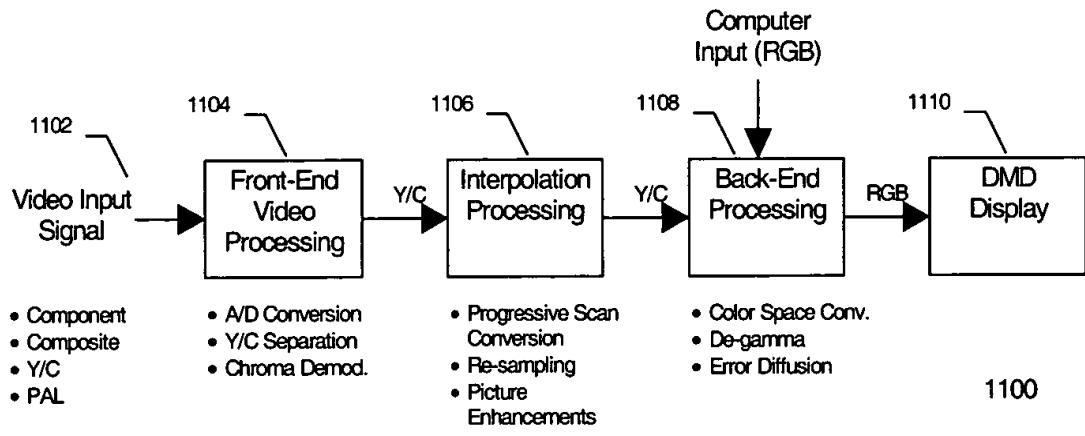


Figure 11

2D DMD Projector Video Processing Block Diagram for Single-Chip DLP Projector

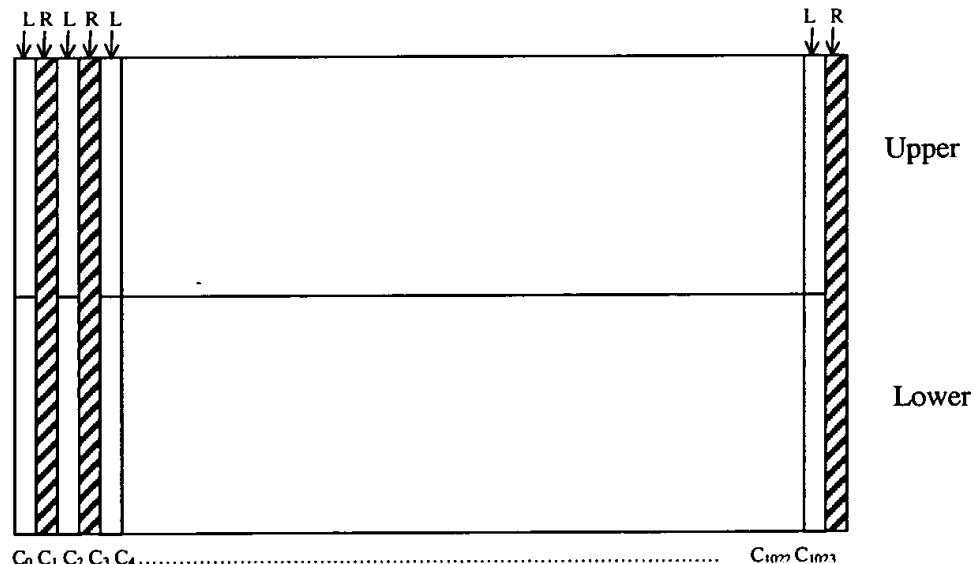


Figure 12

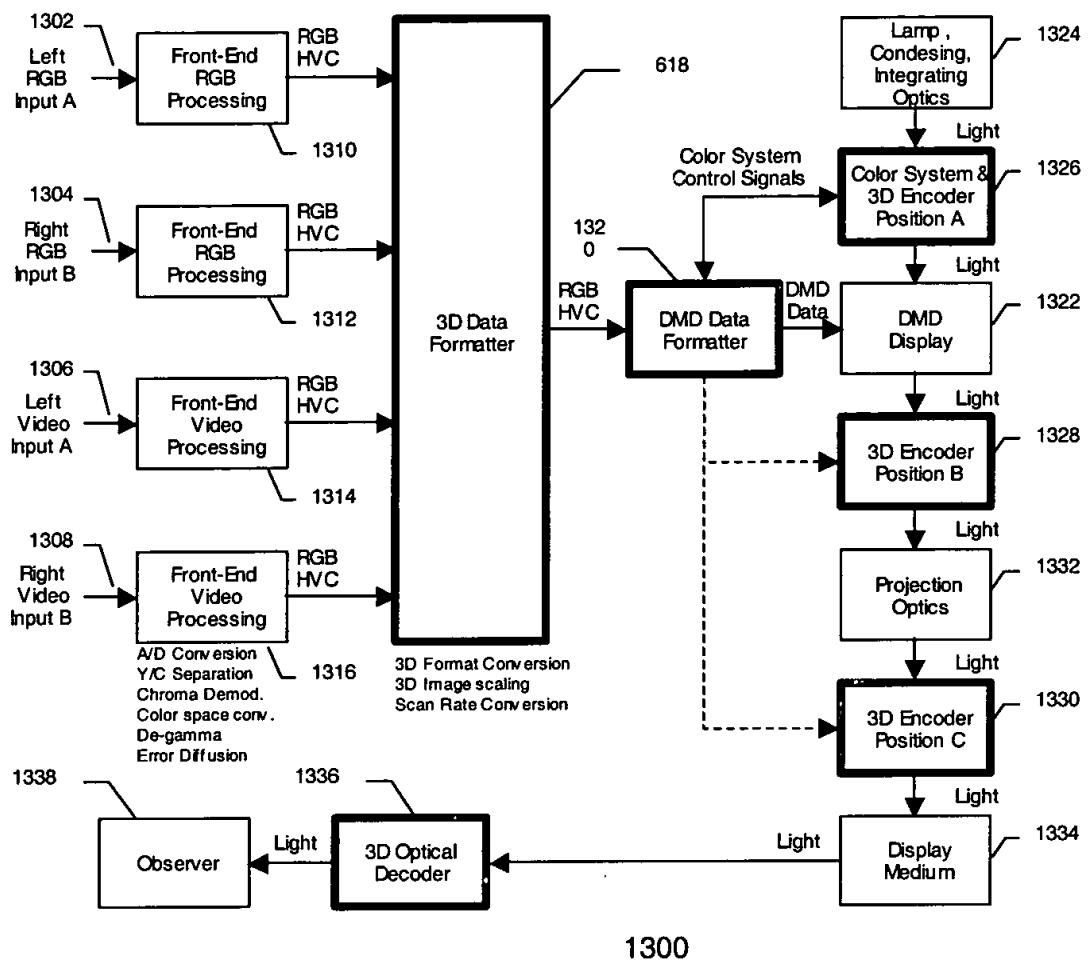


Figure 13

Signal Flow and Optics Block Diagram for DMD Based 3D Projection System

2004092001 = 2004092002

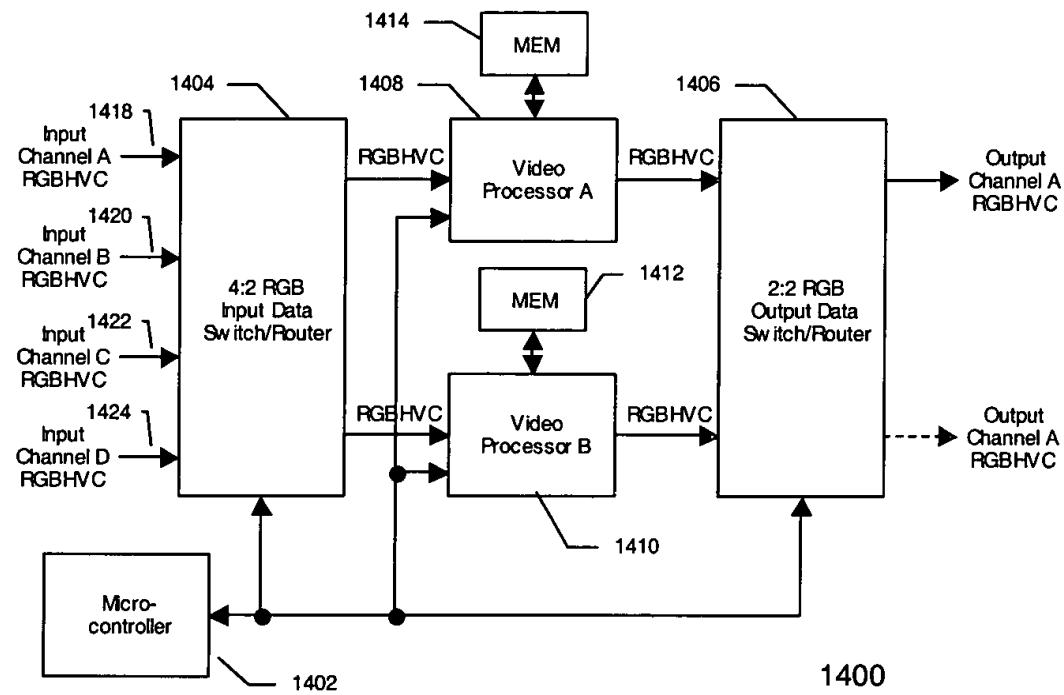


Figure 14
3D Data Formatter Block Diagram

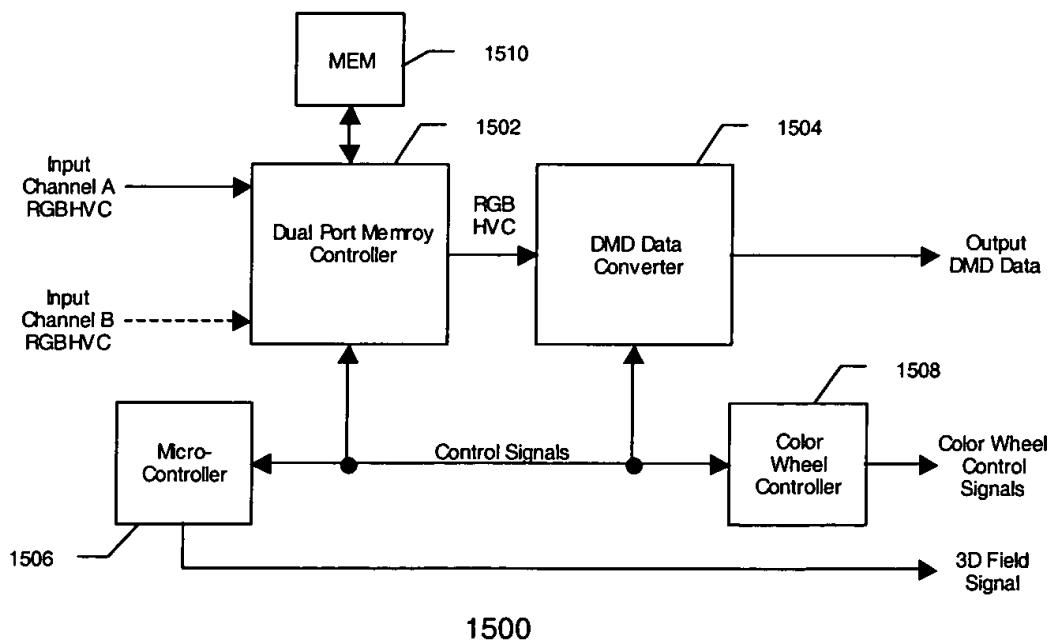


Figure 15
DMD Data Formatter Block Diagram

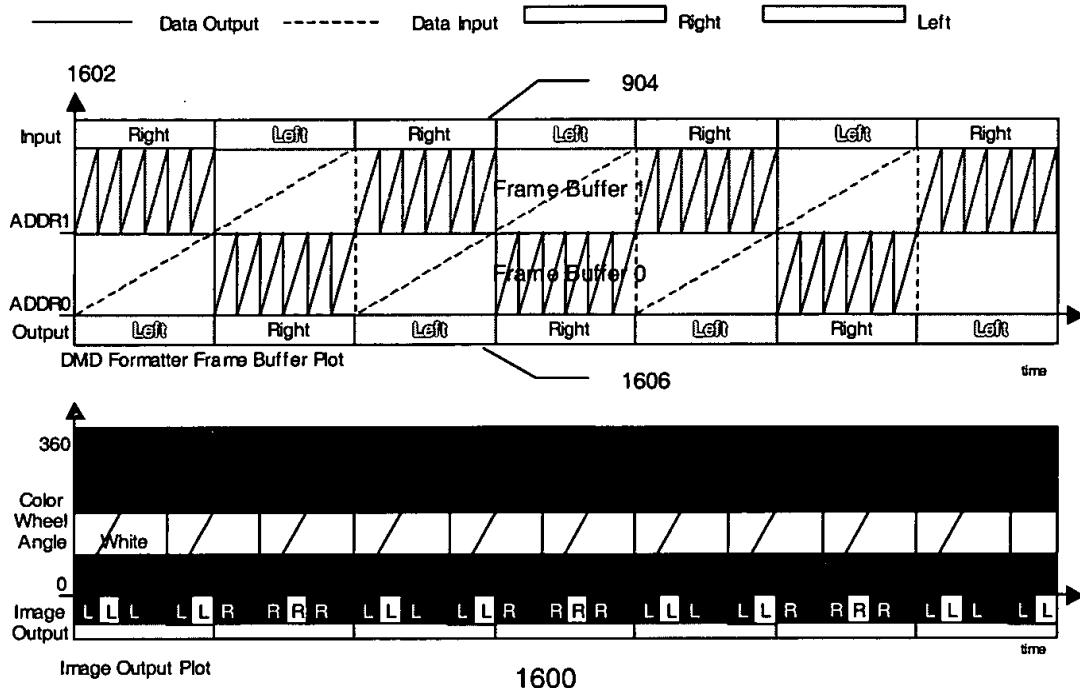


Figure 16

DMD Data Formatter Chart for Input Synchronized Frame Sequential 3D Input Using Four-Segment Color Wheel (Chart applies to 75Hz, 80Hz, and 85Hz input signals)

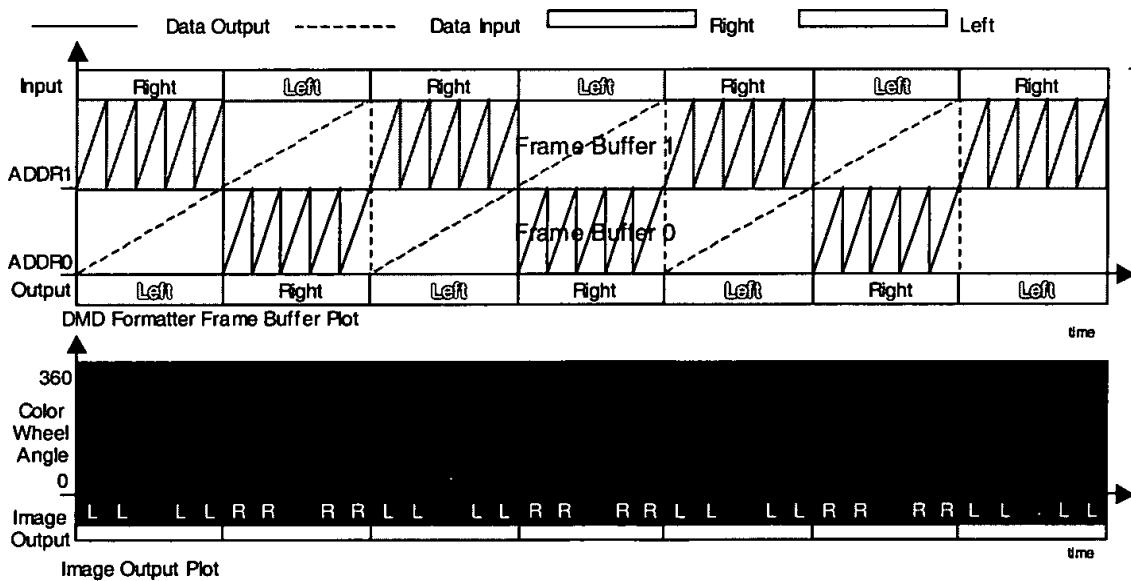


Figure 17

DMD Data Formatter Chart for Input Synchronized Frame Sequential 3D Input Using Three-Segment Color Wheel (Chart applies to 72Hz, 75Hz, and 80Hz input signals)

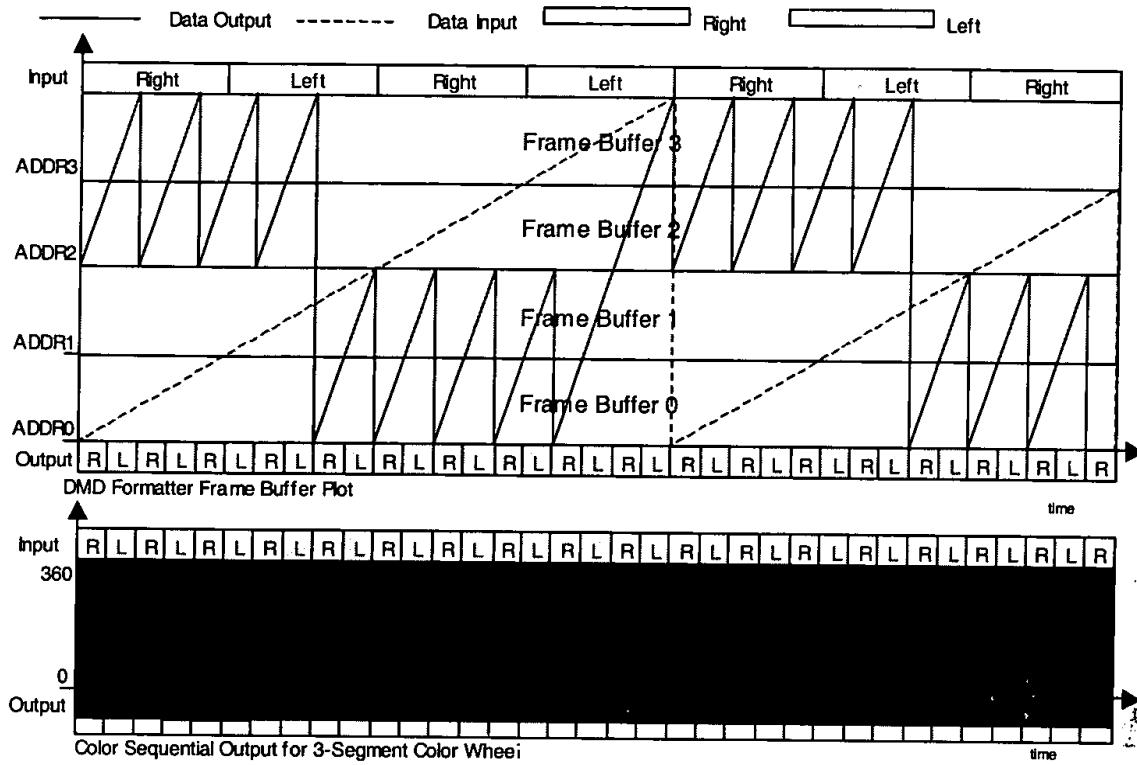


Figure 18

Input Synchronized Color Sequential 3D Using a Three Segment Color Wheel and Quad Frame Buffer (Chart applies to 72Hz, 75Hz, and 80Hz input signals)

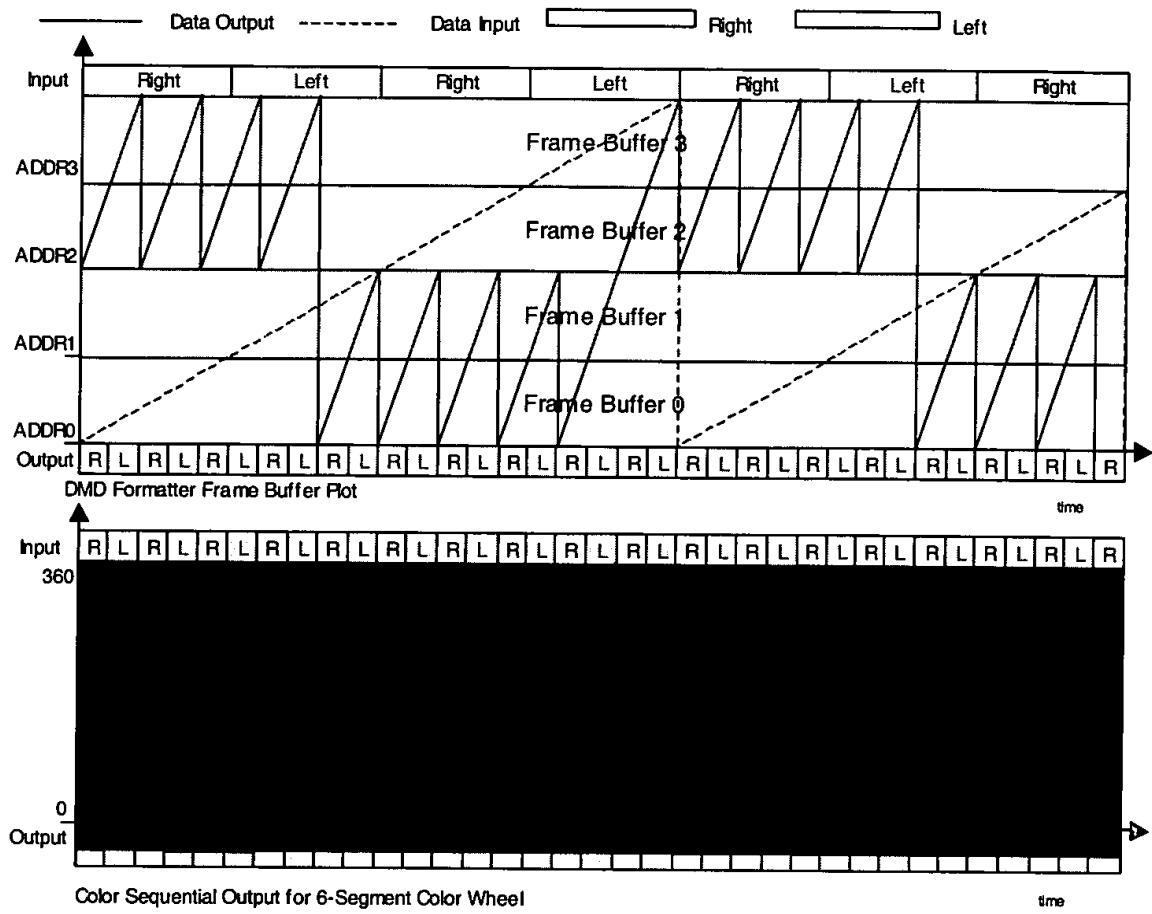


Figure 19

**Input Synchronized Color Sequential 3D Using a Six-Segment Color Wheel and Quad Frame Buffer
(Chart applies to 72Hz, 75Hz, and 80Hz input signals)**

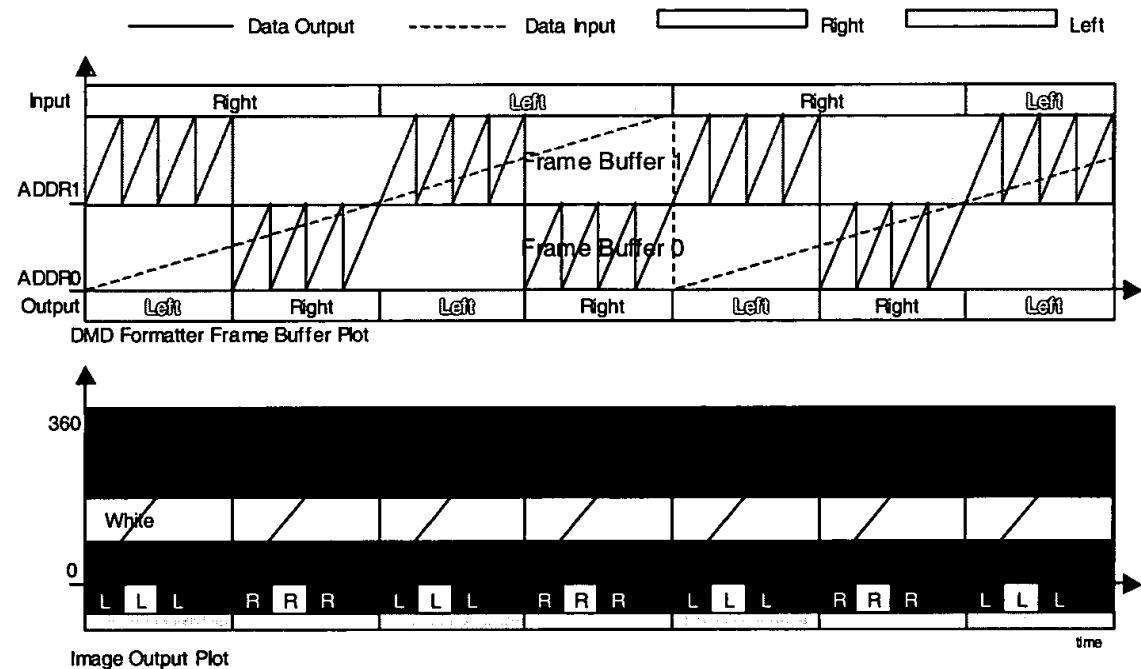


Figure 20

DMD Formatter Chart for Output Synchronized Frame Sequential 3D Format for 60Hz Input Using a Four-Segment Color Wheel

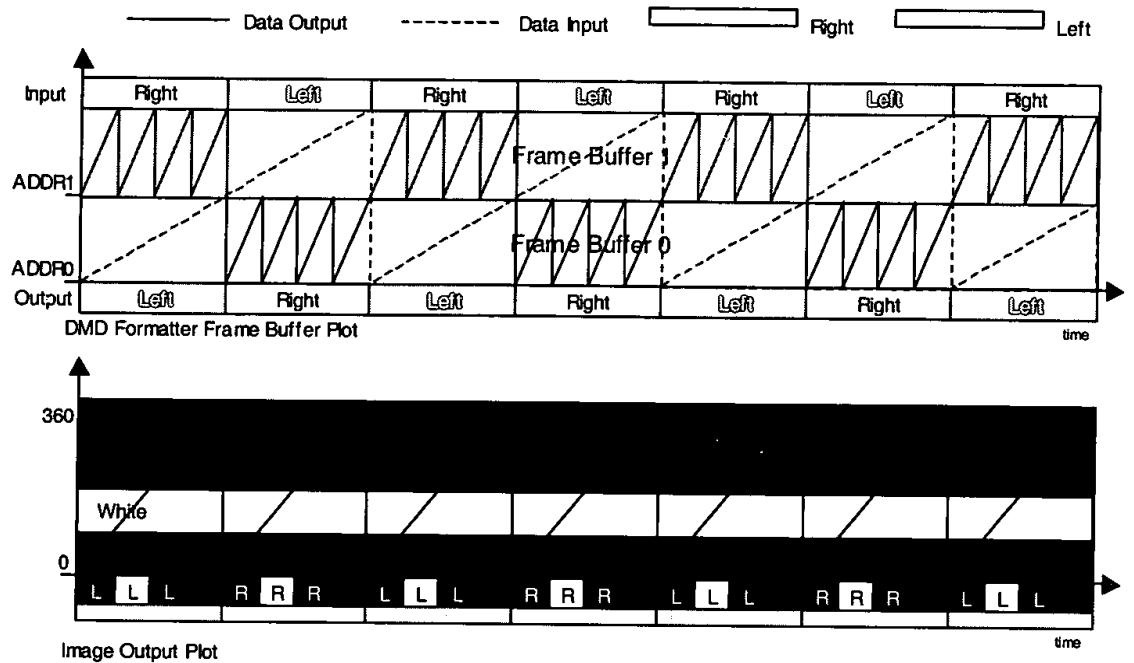


Figure 21

DMD Formatter Chart for Output Synchronized Frame Sequential 3D Format for 120Hz Input Using a Four-Segment Color Wheel

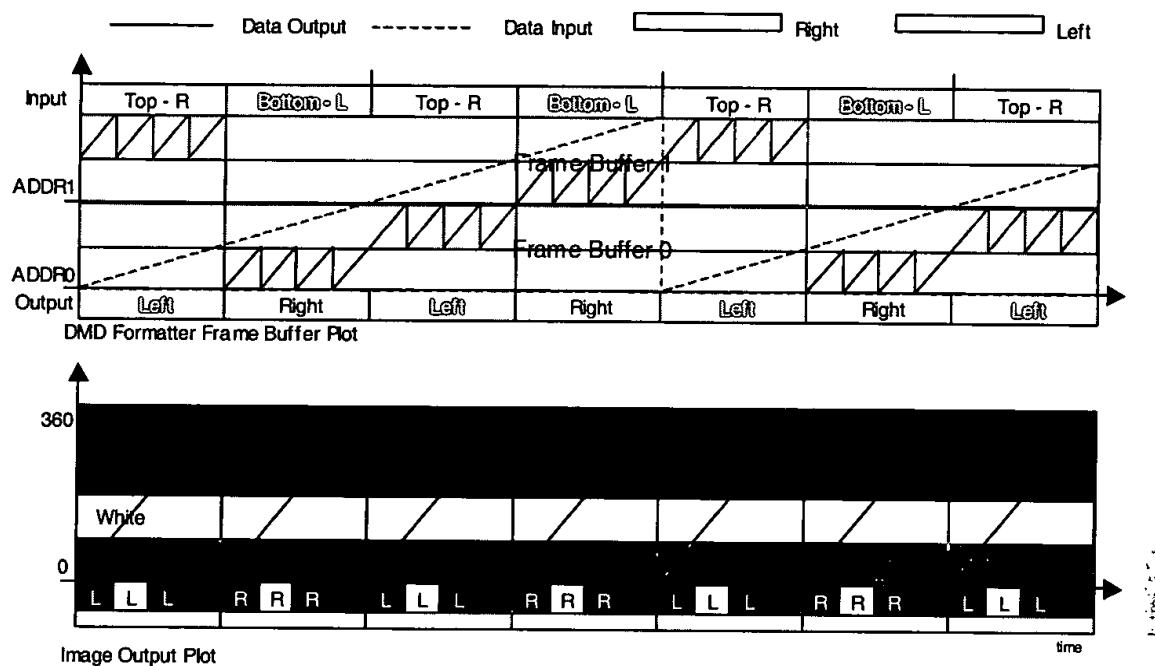


Figure 22

DMD Formatter Chart for Output Synchronized Frame-Sequential 3D Format for 60Hz Over-Under 3D Input using a Four-Segment Color Wheel

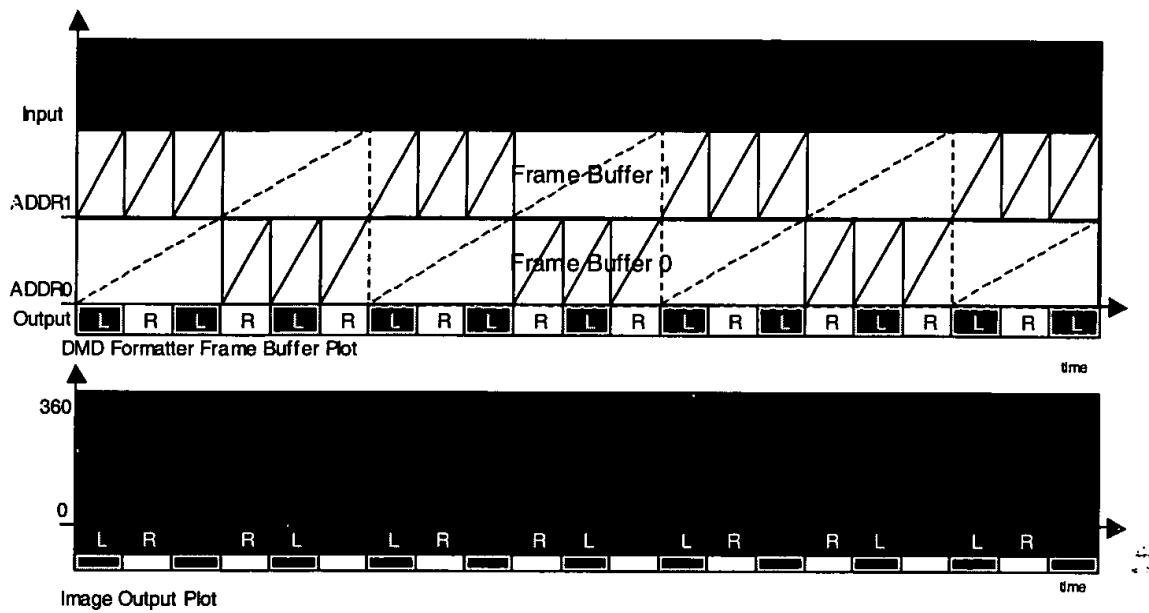


Figure 23

DMD Formatter Chart for Output Synchronized Color Sequential 3D Format for 120Hz Color-Sequential 3D Input, Using a Three-Segment Color Wheel

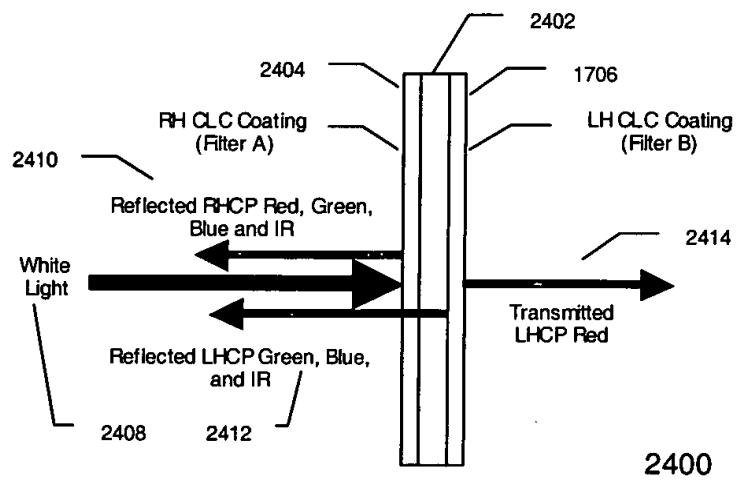


Figure 24

**Cholesteric Liquid Crystal Reflective Circular Polarizing Red Filter
(Similar for White, Green, or Blue)**

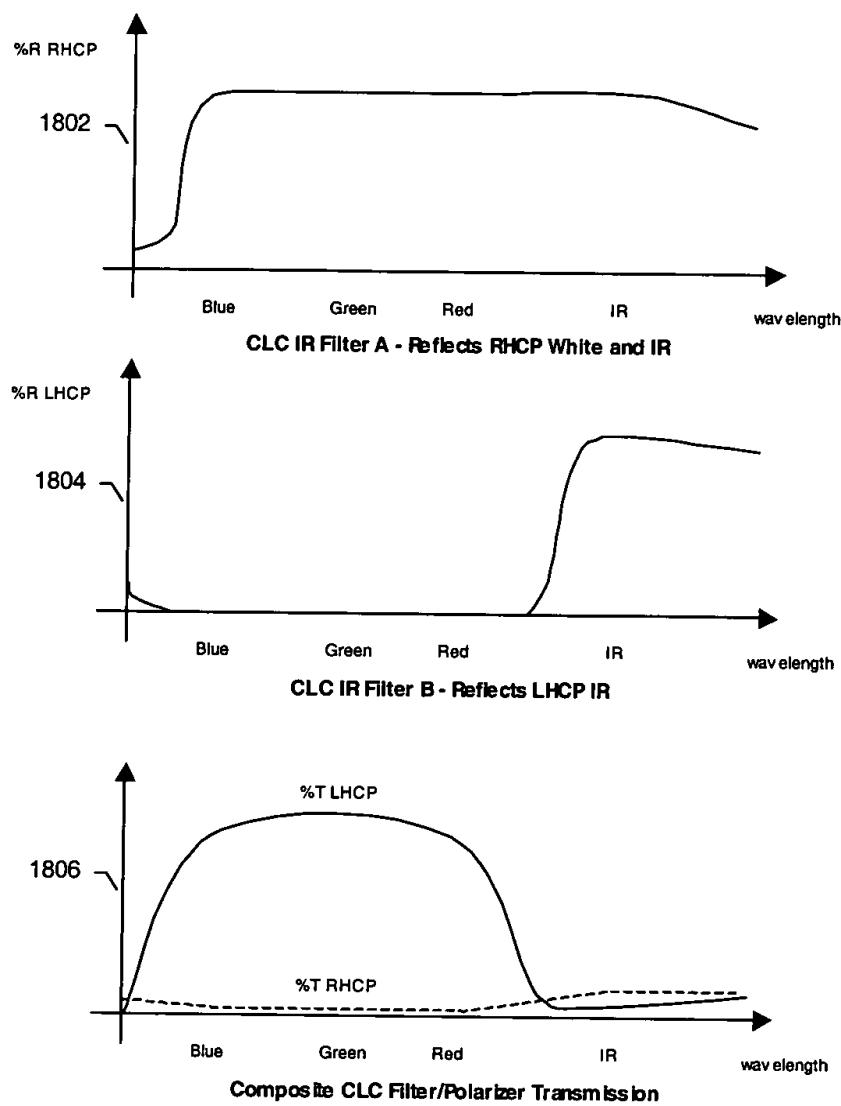


Figure 25

Spectral Response for CLC IR Filter/Circular Polarizer

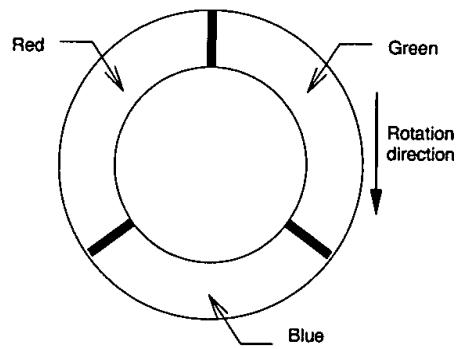


Figure 26

Three-Segment Color Wheel Type CW-A

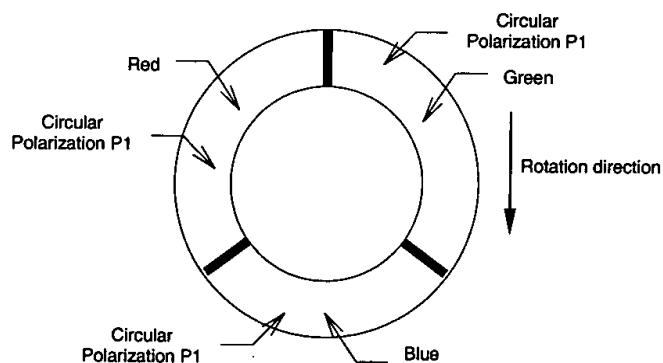


Figure 27

Three-Segment Color Wheel Type CW-B

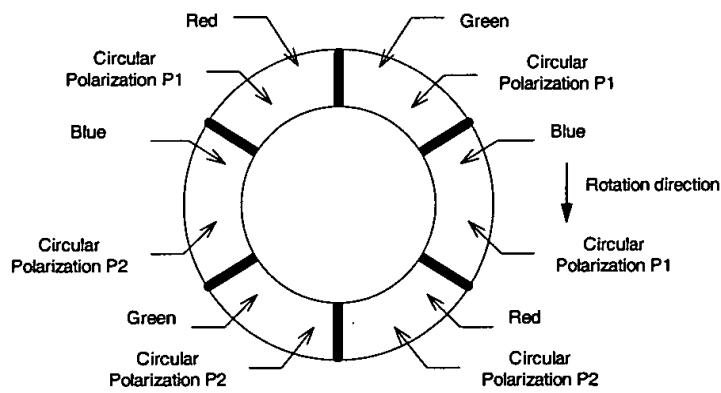


Figure 28

Six-Segment Color Wheel Type CW-C

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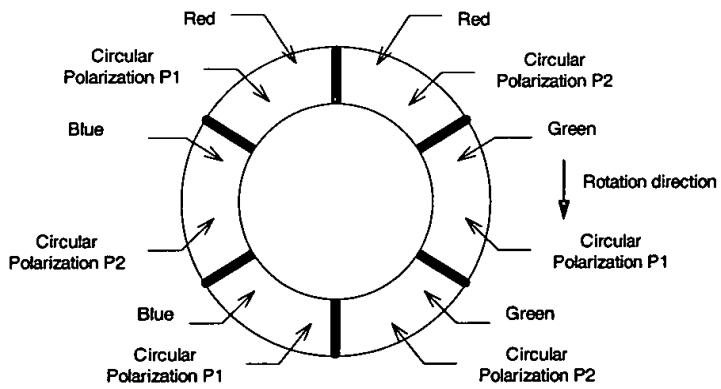


Figure 29

Six-Segment Color Wheel Type CW-D

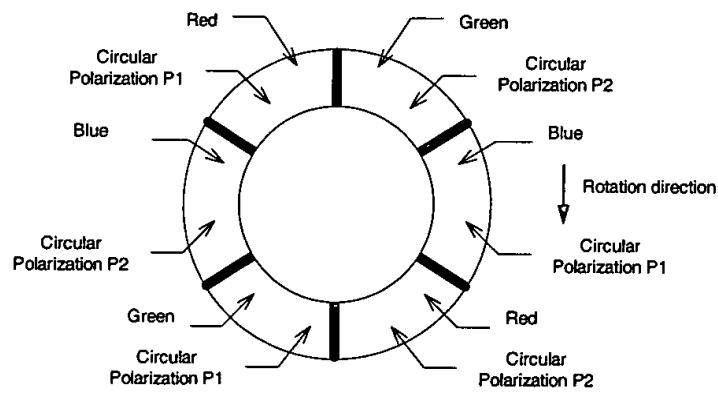


Figure 30

Six-Segment Color Wheel Type CW-E

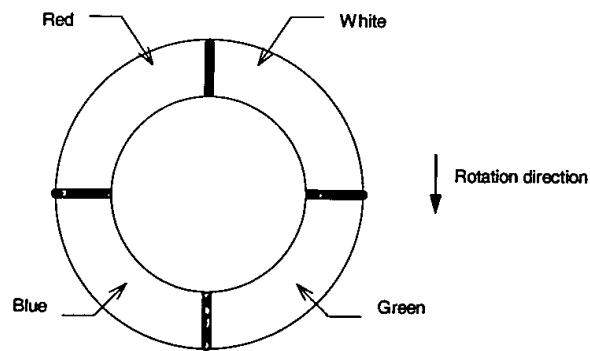


Figure 31

Four-Segment Color Wheel Type CW-F

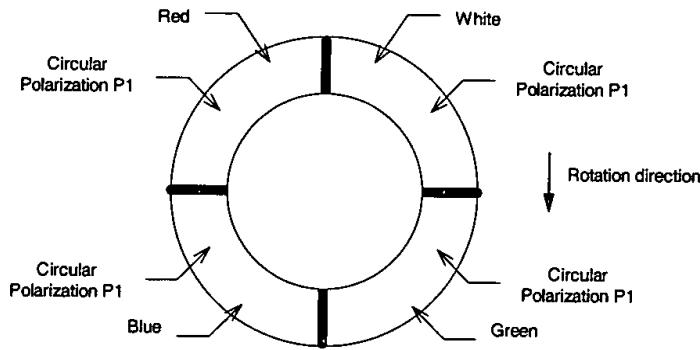


Figure 32

Four-Segment Color Wheel Type CW-G

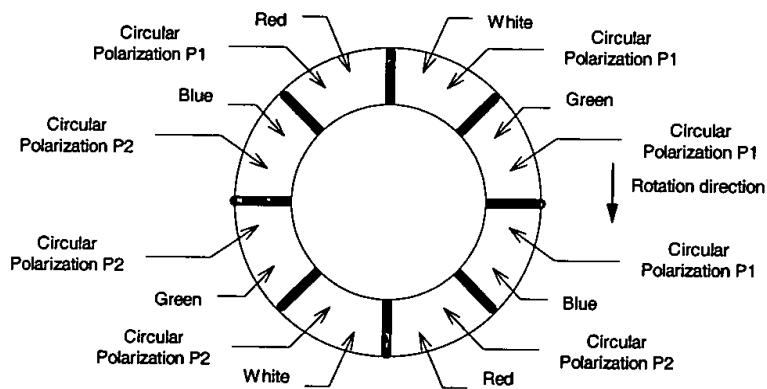


Figure 33

Eight-Segment Color Wheel Type CW-H

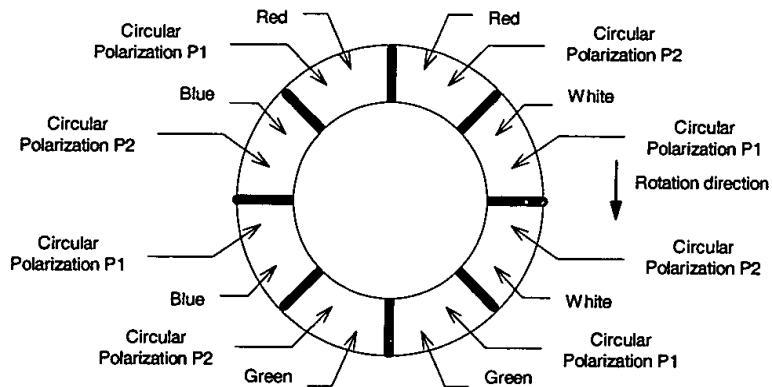


Figure 34

Eight-Segment Color Wheel Type CW-I

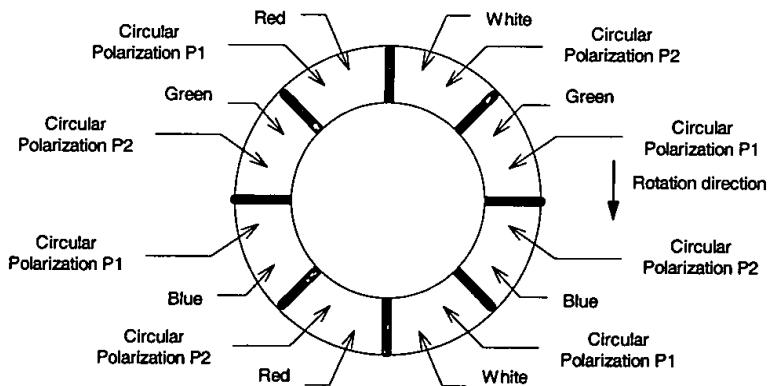


Figure 35

Eight-Segment Color Wheel Type CW-J

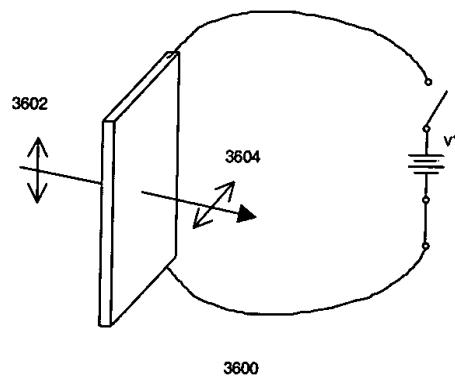


Figure 36

Liquid Crystal Rotator with no Applied Terminal Voltage

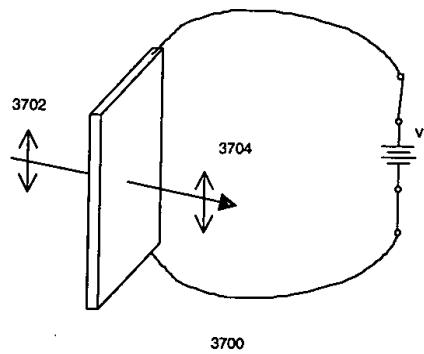


Figure 37

Liquid Crystal Rotator with Applied Terminal Voltage

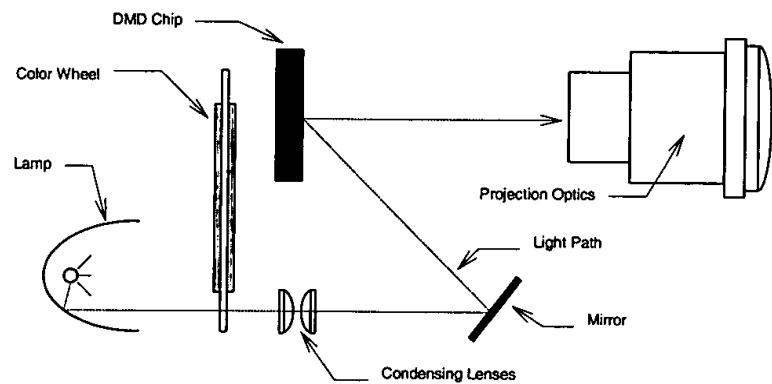


Figure 38

DMD Based Stereo 3D Projector, 3D Optical Configurations: A, B, H, I, K, M, N, S, U, W

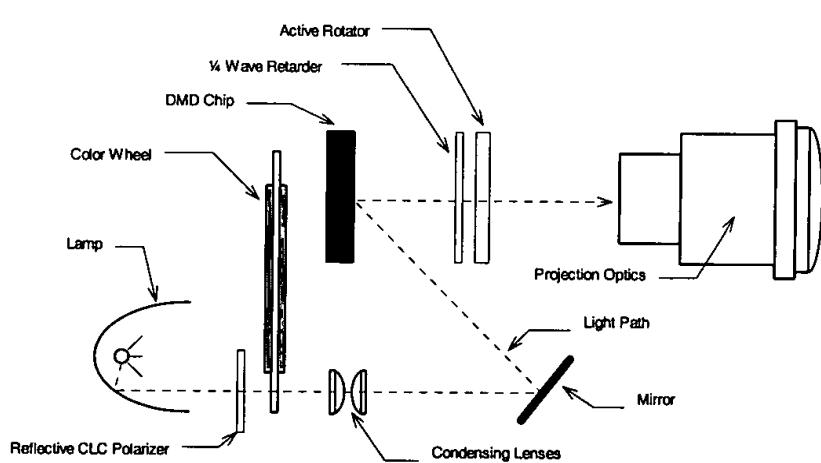


Figure 39

DMD Based Stereo 3D Projector, 3D Optical Configurations: C and O

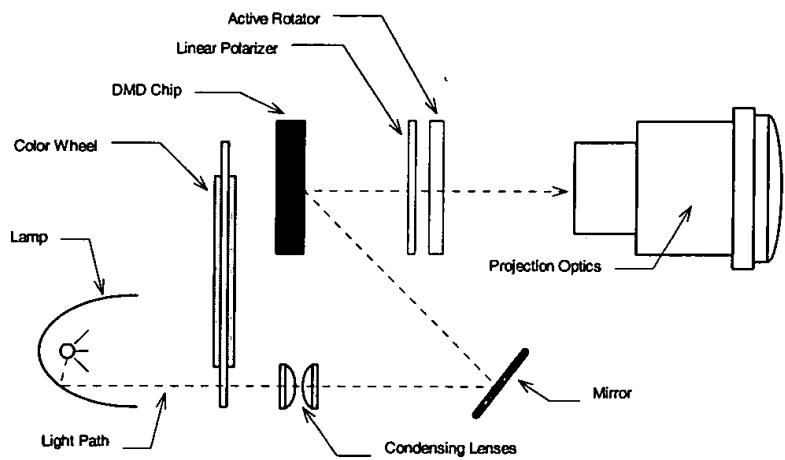


Figure 40

DMD Based Stereo 3D Projector, 3D Optical Configurations: D and P

2009-2010 = 100% OUT

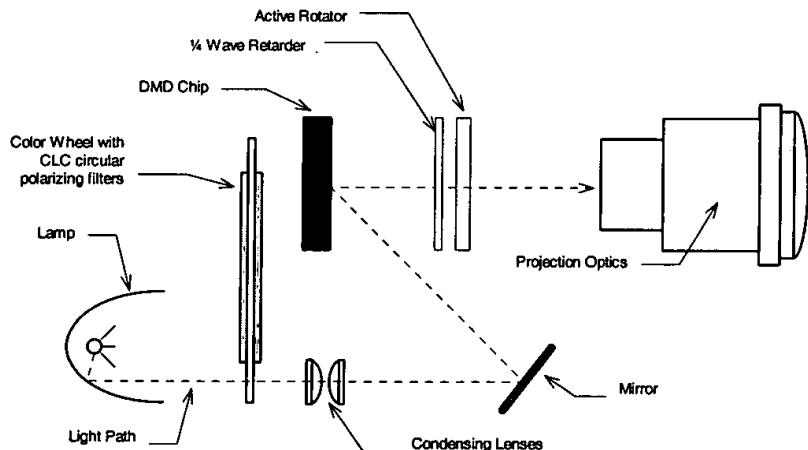


Figure 41

DMD Based Stereo 3D Projector, 3D Optical Configurations: E and Q

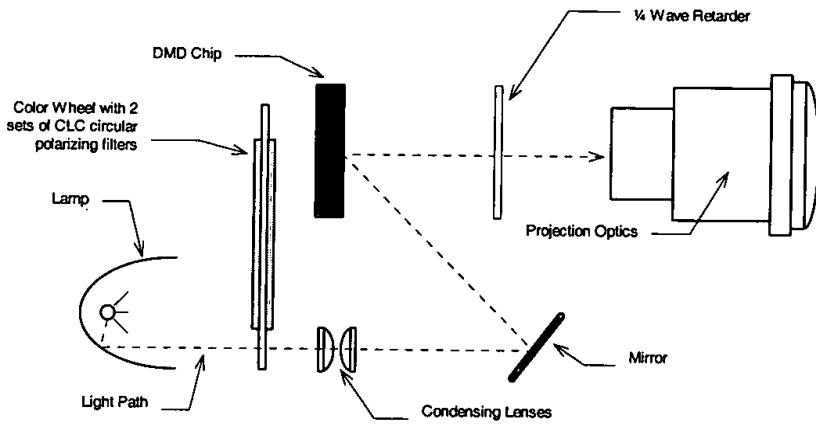


Figure 42

DMD Based Stereo 3D Projector, 3D Optical Configurations: F, G, J, L, R, T, and V

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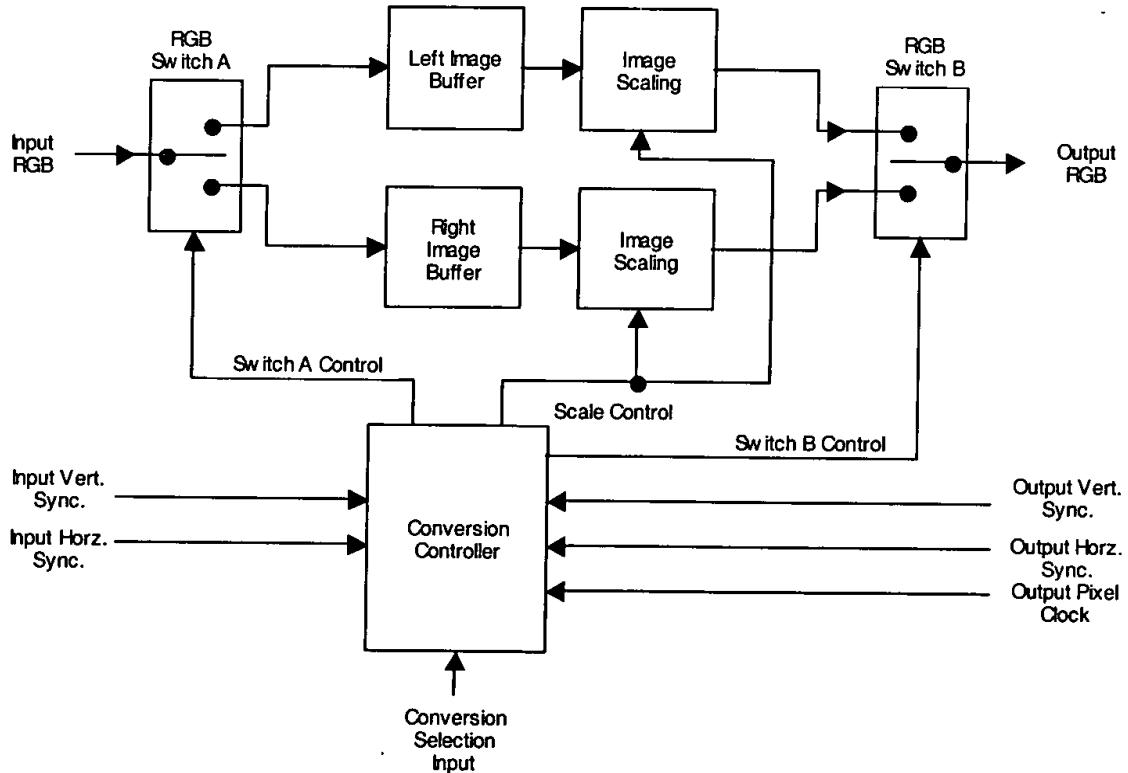


Figure 43

3D Data Formatter Block Diagram

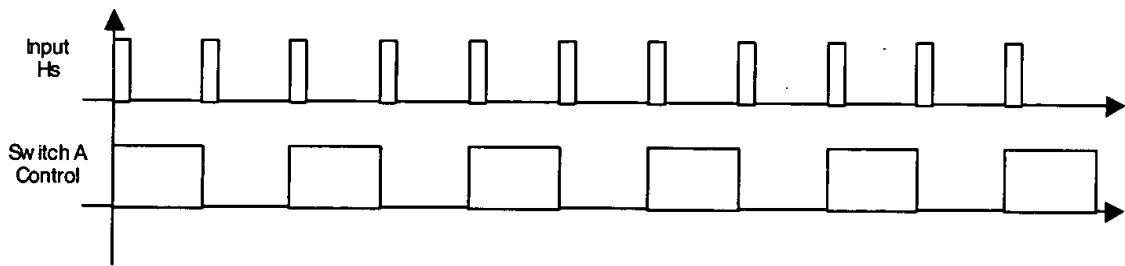


Figure 44
Switch A Control for Row-Interleaved RGB Input

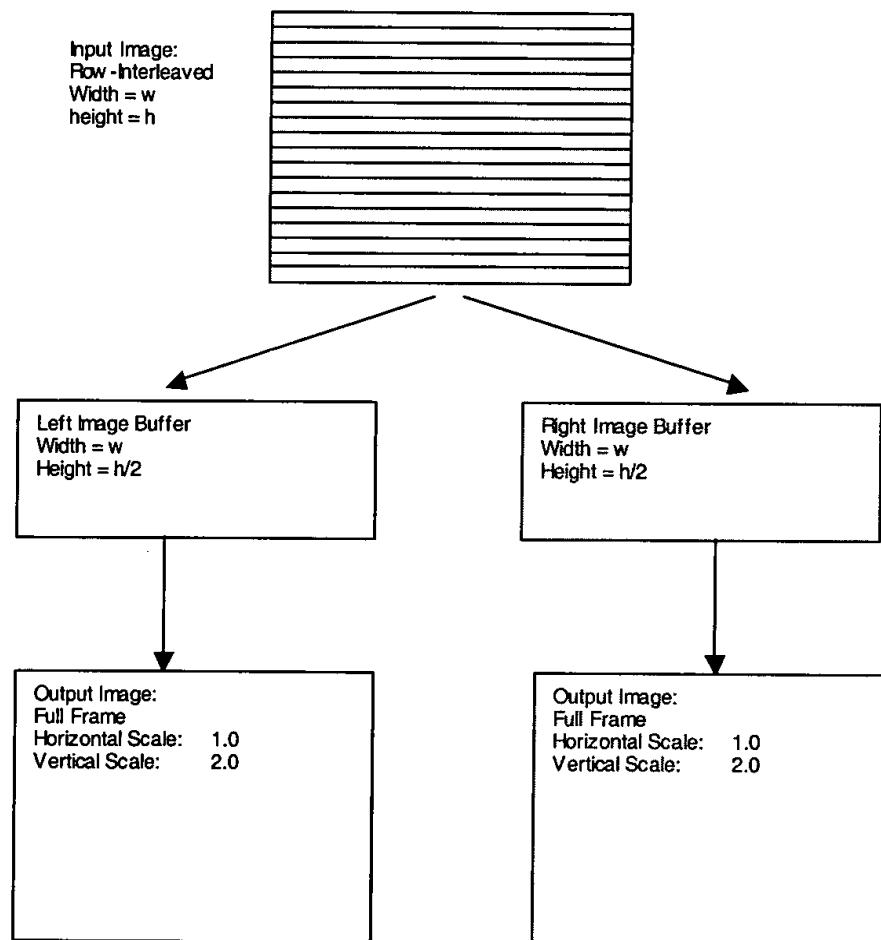


Figure 45
Output Scaling for Row-Interleaved 3D Format Input

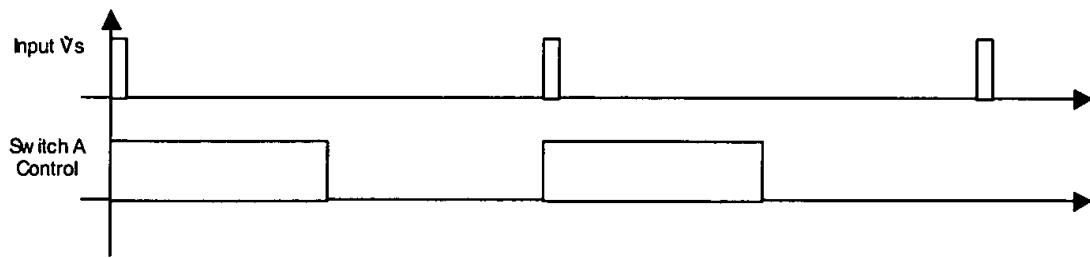


Figure 46

Switch A Control for "Over-Under" RGB 3D Format

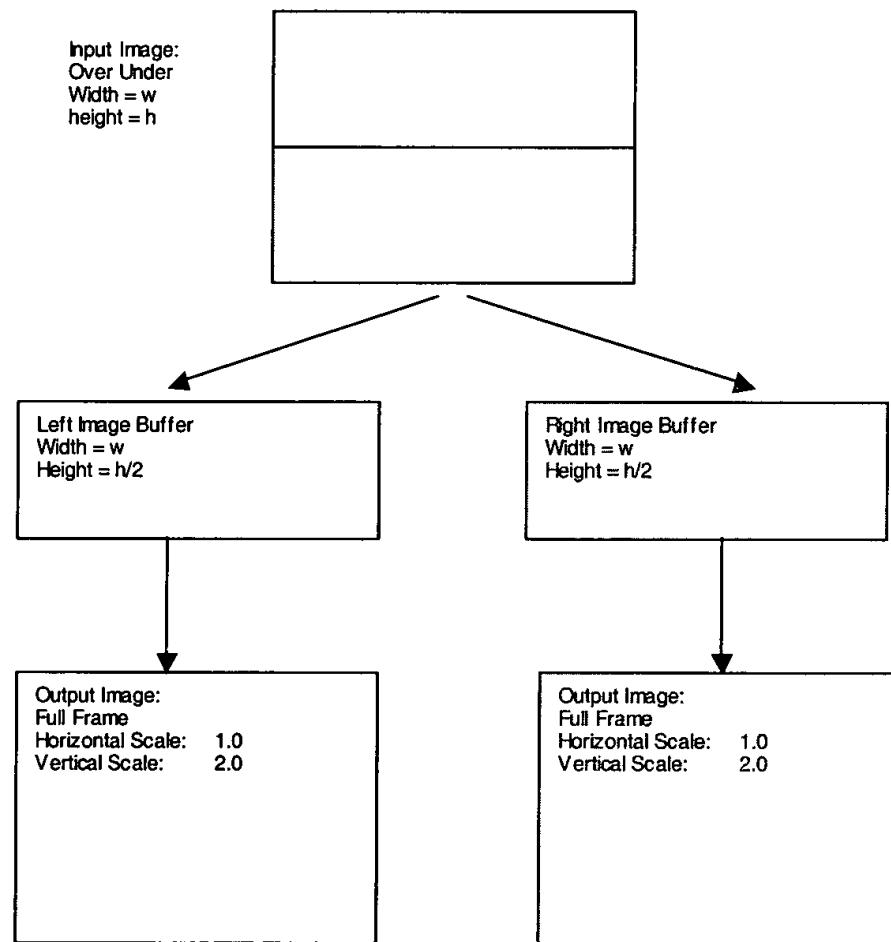


Figure 47

Output Scaling for Over-Under 3D Format Input

2091204 = 023654001

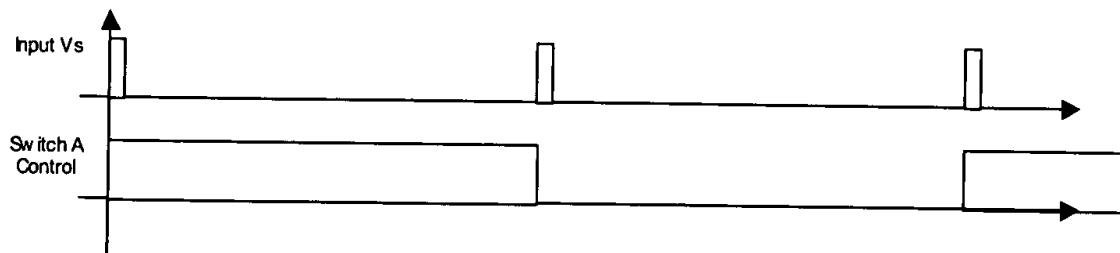


Figure 48

Switch A Control for "Page-Flipped" 3D Input

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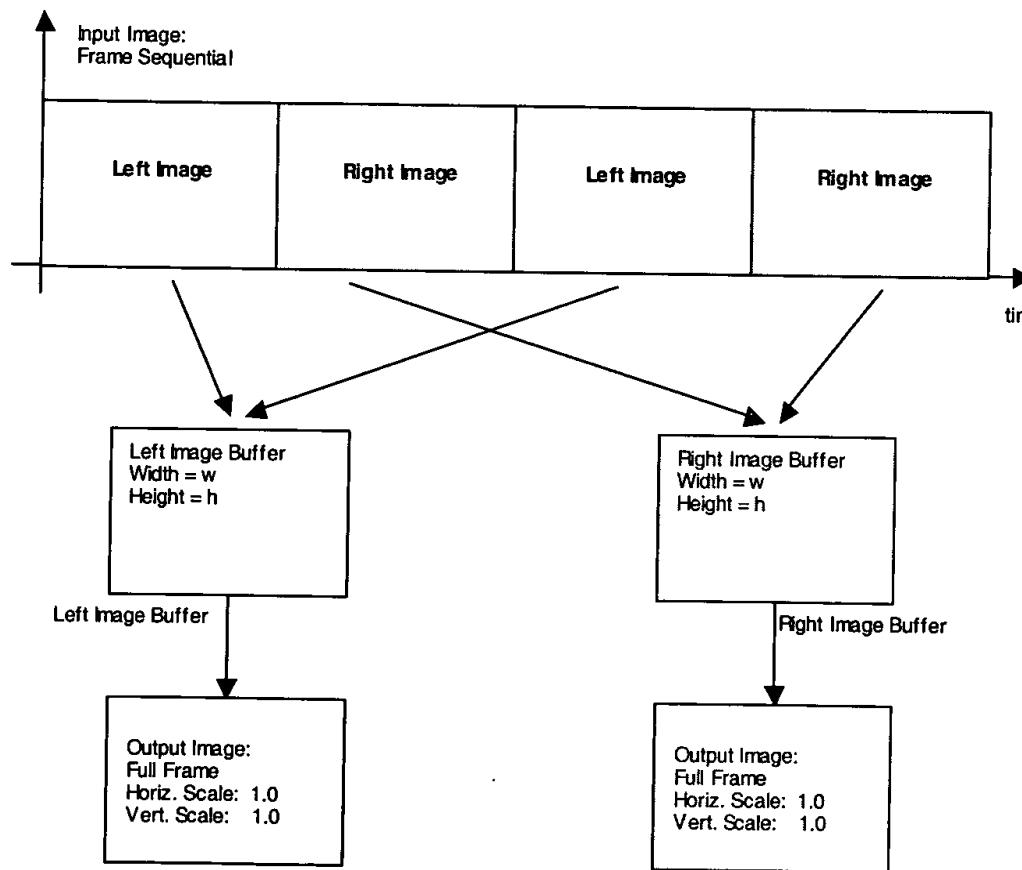


Figure 49

Output Scaling for "Page-Flipped" 3D Format Input

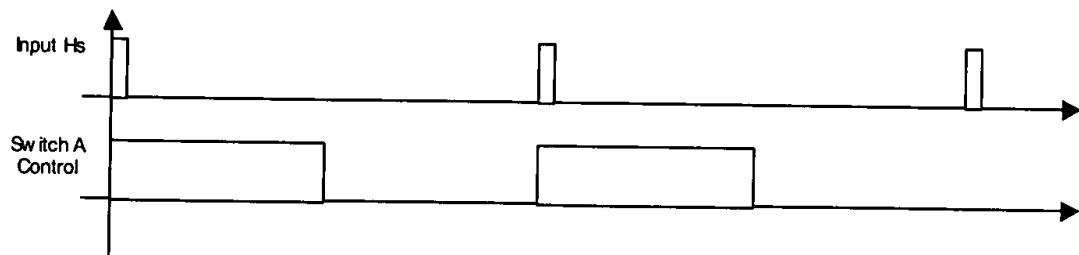


Figure 50

Switch A Control for "Side-by-Side" RGB 3D Input

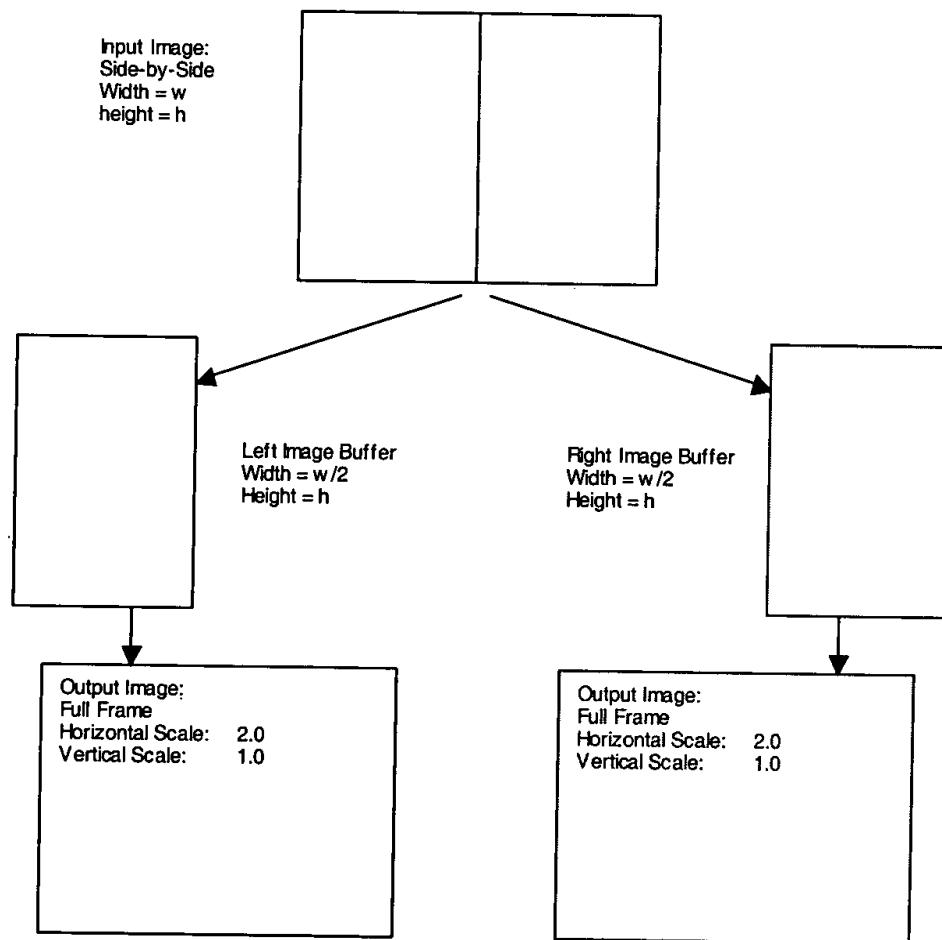


Figure 51

Output Image Scaling for Side-by-Side 3D Format Input

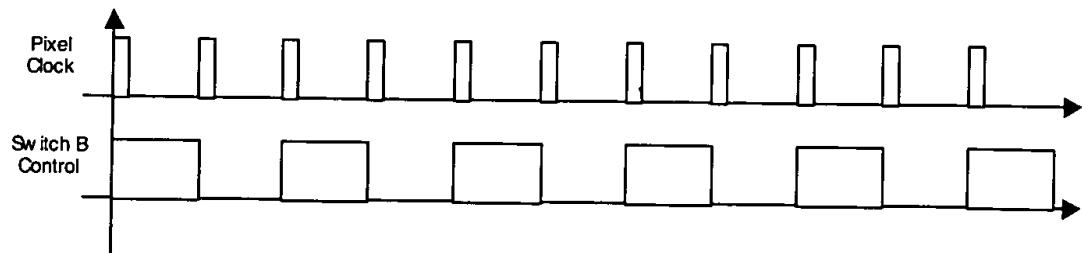


Figure 52

Switch B Control for 3D Data Formatter Block

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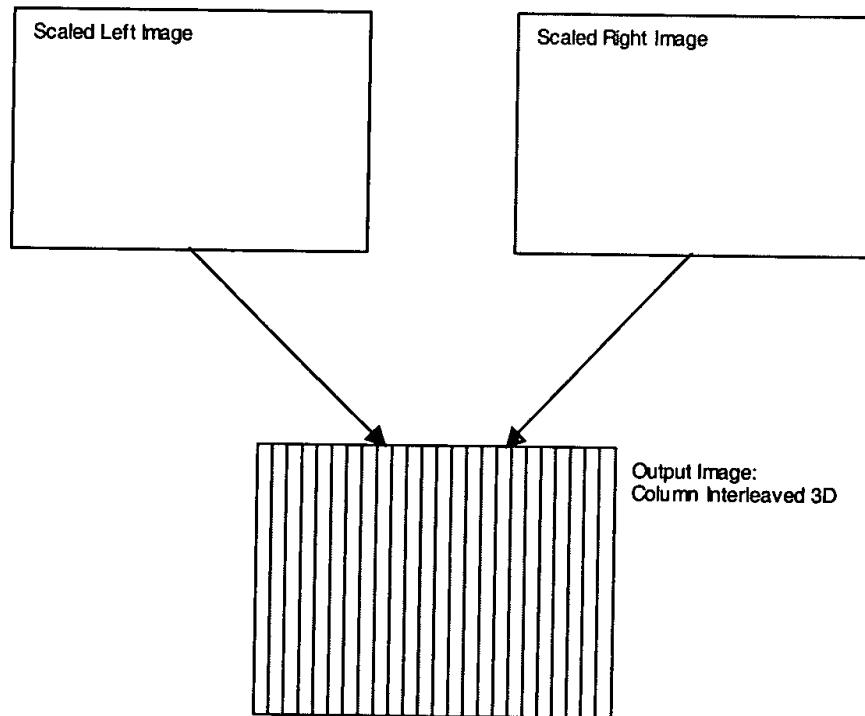


Figure 53

Graphical Illustration of 3D Data Formatter Output

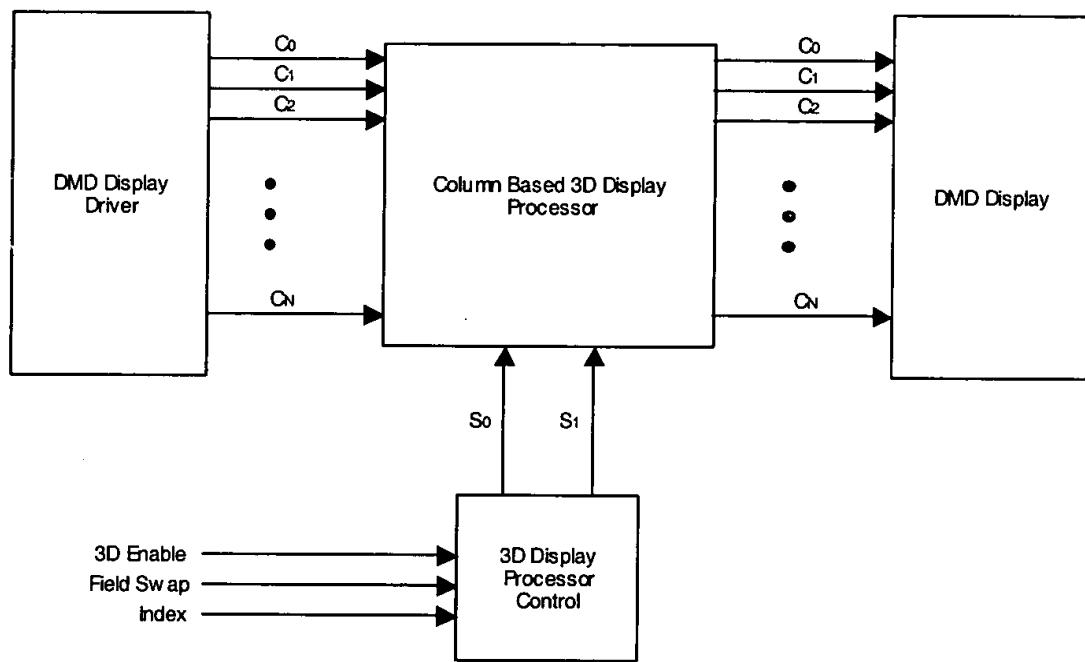


Figure 54

3D Display Formatter

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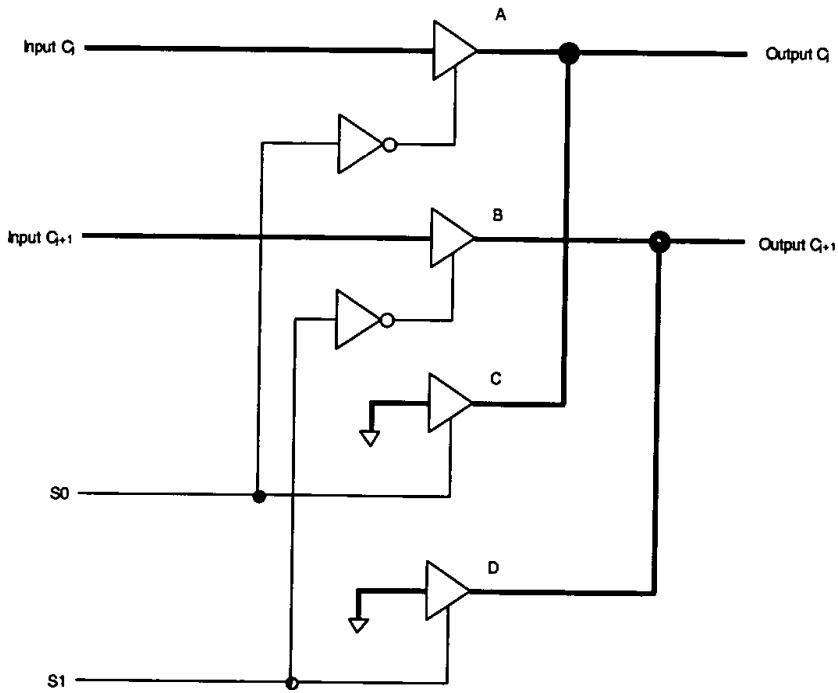


Figure 55

Block Diagram for 3D Display Processor Using Column Blanking Method

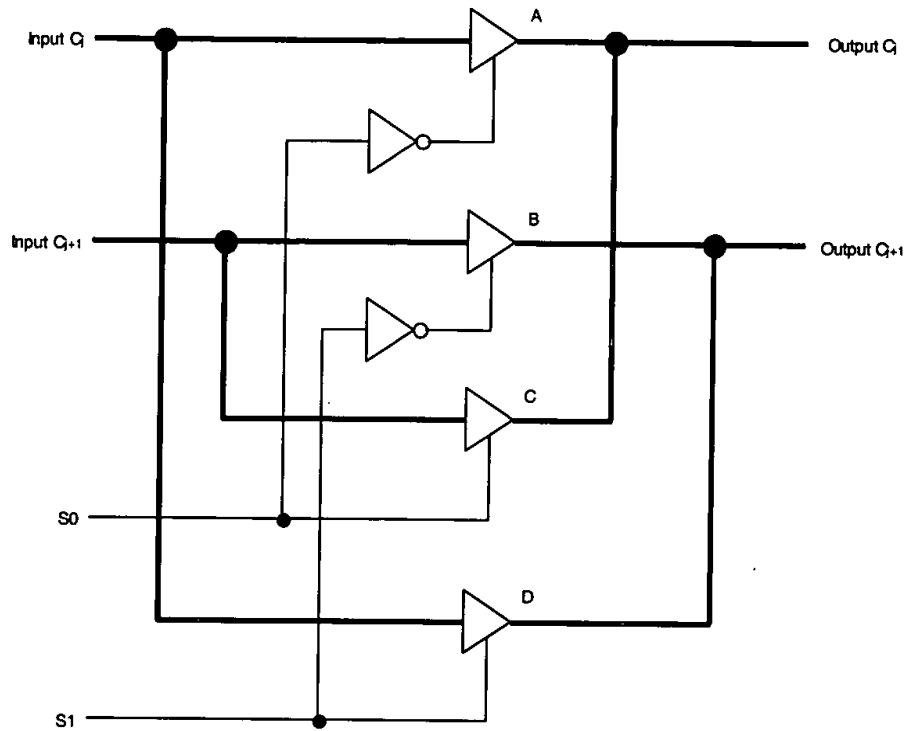


Figure 56

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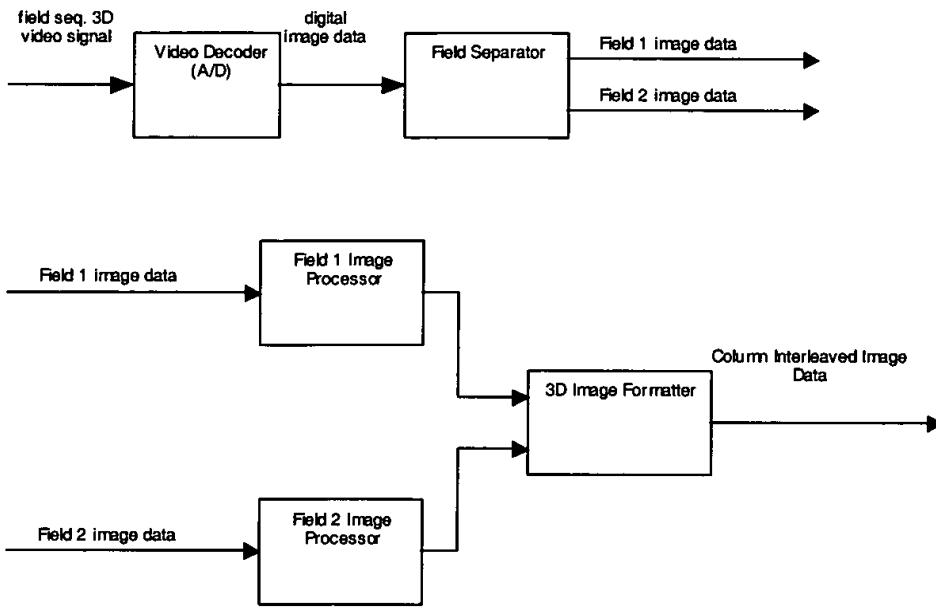


Figure 57

100-00000000000000000000000000000000